

GAMING BONUS DEVICE AND METHOD OF USE

ABSTRACT

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A gaming bonus device and method of use in a gaming system. A game player is allowed to play a game for a prize on a primary game. The primary game generates a bonus-qualifying event. The bonus game, in response to the bonus-qualifying event, generates and displays three either/or binary outcomes entitling a player to a

10 predefined payout. The game player can be allowed to select the winning outcome. The payout depends upon the number of similar binary outcomes displayed as compared to the selected winning outcome.